

Christchurch Netball Centre (CNC) Policies – 2011

A. Registration of Players

1. Clubs shall submit to the Christchurch Netball Centre (CNC) all names of team members for registration on the white CNC team registration card provided, prior to the commencement of the first competition game.
2. No player shall play in any match unless registered with CNC as herein provided. After having first been given a verbal or written warning, any team playing an unregistered player will have two points deducted for each game s/he remains unregistered.
3. Players are permitted to play only for the one club they are registered with. Any change of club within a season requires written permission from CNC on receiving written request/agreement from both clubs involved.
4. Teams may register up to twelve players at any one time.
5. Clubs wishing to register additional players after the commencement of the season shall have the Club Secretary add the player details for registration on the white CNC team registration card held at the Netball Office. This must be submitted prior to the commencement of the first match this player is required to play in.
6.
 - (a) Players playing in all grades can play up a team/grade a maximum of 3 times per season without penalty. Before the 4th time playing up a team/grade the Club on behalf of the player must apply to CNC for a regrading or the player must remain in the higher team/grade.
 - (b) Once regraded into a higher team/grade, players will not be granted a regrade back to their original team in the same season.
 - (c) If a player has played up in more than one grade to that originally registered, the team s/he is regraded into shall be determined by CNC in consultation with the Club.
7. In Round 3 a player may not play in another team in a division lower than the division for which the team they are registered is in. The penalty for doing so is that the lower division team will forfeit 4 points per infringement.
8. A player may not at any time play in a lower grade than that for which s/he is registered. The penalty for doing so is that the team played in will forfeit 4 points per infringement.
9. In Round 1 in the case of players inter-changing between Under 19 Reserve and 2nd Grade grades, these grades are deemed to be of equal level for the purposes of player interchange. Players may not interchange between 2nd Grade Division 1, 2 and 3. .Players may not interchange between Under 19 Reserve and any other Under 19 divisions without penalty.
10. A player wishing to register in a grade lower than the grade registered in during the previous year must apply to CNC for a regrade. This applies to players who were previously registered in Premier 1, Premier 2, Senior 1, Senior 2, Senior Reserve, 2A and Under 19 Reserve the previous year. Each regrade application will be determined on its own merits and CNC's decision will be final.

11. Clearance between seasons is required from a previous club to ensure a player is financial to change to another club and will not be granted to unfinancial members. Notification regarding unfinancial members shall be forwarded by the Clubs to CNC no later than commencement of competition in each year. Any un-cleared players are deemed to be unregistered. Clearances must be signed by an authorised club official. Clearance forms are available to download from the CNC website. This policy is to protect Clubs from players deemed to be unfinancial.
12. Players in the Age Grades Under 19,17,15 14,13,12 and 11 must be under the age stated as at the 1st January of the year of competition, unless prior approval has been granted by CNC. The same ruling applies for Representative Age Group team players. (Ages are calculated as at 1 January 2011) - which means that players may turn the age that a grade is named during the season (ie Under 14 players must be under 14 on 1 January 2011).
13. Boys may be permitted to play in age group grades up to Under 15. A maximum of three boys are permitted on court at any one time. For each team there must be only one boy in each goal circle area and one in the centre court playing area. Requests for dispensation for boys to play in other grades must be made to CNC.
14. Guidelines for grades:

2 nd grade	Restricted entry to 36 competitive teams
Under 19	A competitive grade for Years 12 and 13 and school leavers
3 rd grade	For teams previously playing in lower 2A and 2B grades
4 th grade	A new grade introduced for less competitive previously 2B grade teams
Under 17	An additional grade for players in years 12, 13 and school leavers
Under 15	Recommended for players in Years 10 and 11 at school
Under 14	Recommended for players in Year 9 at school
Under 13	Players entering club competition for the second year - Year 8 at school
Under 12	Players entering club competition for the first year - Year 7 at school.
Under 11	Players entering club competition for the first year must be in Year 6 at school (this grade only)
15. No player is eligible to play in any grade if under (Year 6) at school or 10 years of age unless prior approval by CNC has been granted. A request for a birth certificate may be made by CNC.
16. Players from a team that has attained a higher grade through promotion/relegation during or at the end of the preceding season shall be deemed to have played in that higher grade for registration purposes.
17. Entry of teams in appropriate grades/divisions/sections is the responsibility of the Club, however final placement of all teams in grades/divisions/sections will be at CNC's discretion. Supplementary information/justification from Clubs is necessary to assist Grading personnel with initial placement of teams in divisions and sections.
18. Any application for affiliation must be made in writing to CNC by a Club/School wishing to join the Centre. An Affiliation Fee must accompany the application. It shall be at the discretion of CNC to accept or reject an application for affiliation

B. Uniform Requirements

1. All players must wear registered club uniform. Approved cold weather tops and/or approved leggings may be worn if registered as part of the team's uniform for outdoor games. Approved sports shoes to be worn, casual/street shoes are not permitted. All players within teams must wear the same coloured socks.

2. In cases of religious or cultural requirements, application must be made to CNC for any exceptions to the team uniform requirements.
3. Clubs with an A team in closed grades, 2nd Grade and Under 19 Reserve may request a variation to the registered club uniform. Any variations including dresses must retain the base club colours. Any club may have a maximum of two (2) variations of uniform approved within their club at any one time (additional provision is made for a school team to enter the competition under the auspices of a Club). Clubs changing uniforms are permitted up to three (3) years to complete the transition to the new club uniform.
4. Irrespective of request for change of uniform, bibs should stay the same for the entire club unless permission is granted by CNC. All players must wear bib initials indicating court playing positions. The initials shall be of 150mm size and shall be worn above the waist, back and front. Bibs are permitted to display the club name and/or sponsor.
5. Sponsors name and/or logo shall not exceed 64cm² in area and shall not be used more than once on any one garment. Bibs, whether one or two pieces, are considered to be one garment.
6. Where teams with similar uniforms are drawn to play against each other it is the umpires discretion whether an alternative bib will be worn. A coin toss will determine which team will wear the alternate bibs. Alternate bibs are available from the office.
7. Players on court may wear named shirts displaying only their own name.
8. No headwear (excluding NNZ approved sun visors), boy-leg shorts longer than the length of skirt or dress, boxer shorts, jewellery or body piercing may be worn.
9. No item of jewellery (including body piercing), except a wedding ring and/or medical alert bracelet shall be worn. If either or both are worn, each shall be fully taped to the body. Cultural necklaces may be worn only if all parts are wholly taped to the body. Fingernails may not be taped, however suitable gloves may be worn for the entire game.
10. Umpires are not responsible for jewellery given to them by players to hold during the playing of matches. Lockers are available for hire for this purpose.

C. Competition

1. Premier 1 and New World (Premier 2), Senior 1 and 2 , Senior Reserve and 2nd Grade grades are referred to as 'closed' grades. The format for promotion/relegation and competition structure within these grades following Club Forum discussions, will be confirmed by CNC and notified to all affiliated clubs before February in each year. (Refer to 'Playing of Games')
2. Franchise players must commence the season in Premier 1 and New World (Premier 2) teams only. Premier 1 and 2 grade teams are permitted to register up to 2 franchise players per season. Registration of franchise player(s) must be completed prior to commencement of first CNC competition game in these grades and once registered a franchise player cannot be replaced by another franchise player.
3. A franchise player is deemed to be 'a person who has signed a standard player contract with a team for the ANZ championship season; or is named in a franchise team as part of the final 12 players; or who, during the season is named as a permanent replacement player'.

4. Franchise players are required to play no less than 3 games for their nominated club team for the season. Failure to do so will incur a penalty for the team of the deduction of 4 points per game not played.
5. Teams involved in semi-finals or finals must consist of players (including Franchise players) who have played three (3) games for that team during the current season. Clubs may apply in writing to CNC for special dispensation in the case of injury or illness or other extraneous circumstances. This dispensation may have conditions attached (eg request of a medical certificate).
6. Where place getters of sections tie on points, goal ratios will determine final placings.
7. If semi-final games result in a draw, then the time-keeper will advise the Umpires that:
 - (a) There shall be a two (2) minute interval at the end of full-time . Substitutions and/or team changes are permitted;
 - (b) Extra time of two (2) x seven (7) minute halves each way will be played for 1 hour games and two (2) x five (5) minute halves each way will be played for 40 minute games (except as in 6(e) below.
 - (c) Teams change ends at half time without an interval. No substitutions and/or team changes are permitted. The centre pass is taken by the team entitled to the next centre pass;
 - (d) In the event of a tie remaining at the end of extra time, a visual signal shall be used to indicate that play will continue until one team has a two (2) goal advantage.
 - (e) **For Under 11 and Under 12 grades only** in the event of a tie at full-time there will be permitted a two (2) minute break with no change of players or ends. Play will then recommence and will continue until one team has a two (2) goal advantage.
8. Any club whose team has gained promotion into a closed grade must enter a team to commence the following season in that grade. Any withdrawal means the team cannot retain its status in that grade or qualify as grade winner or runner-up.
9. Any teams that default section play-off games, division play-off games, semi-final or finals games will be fined a sum to be determined by CNC and CNC reserves the right to review that team's entry for the following season.
10. Premier 1, New World (Premier 2), Senior 1 and 2, Senior Reserve and 2nd Grade teams, are required to supply a scorekeeper or timekeeper for their own game. Failure to supply a game official means the team not complying, must accept the score as presented on the official scorecard by the opposing team.
11. For Premier 1 and 2, Senior 1 and 2 and Senior Reserve grades the Primary Care Person must be able to diagnose and treat injuries. The team must identify this person to game officials before the game begins. The Primary Care Person must not change during the game.
12. Team Bench Protocol: Where team benches are designated the team named first in the Draw will take the bench to the right of the score box when facing the court, the second named team takes the left bench, providing team benches are located either side of the score box.
13. Points - 4 points for a win, 2 points for a draw, 1 point for a loss by 3 goals or less in 40 minute games and 5 goals or less in 60 minute games.
14. Penalty points deducted by the CNC shall be shown on the points sheet and indicated as such.
15. To allow for lack of being penalized for losing by default, a penalty score of 15 – 0 in favour of team being defaulted to will be entered on the points sheet.

16. Byes where allocated will be shown on the points sheet.
17. Graders of grades Under 19/3rd Grade and below may, at their discretion at the beginning of Rounds 2 and 3 reallocate teams within divisions in the grades to provide play-off opportunities for divisional winners.

D. Administration Rules for Playing of Games

1. All games must commence at the times and dates advised and no game times will be changed after the Draw is completed unless required by CNC.
2. A regulation size 4 netball will be used for games played by Year 4 and 5 players utilizing the lower goal hoop. For all other games the regulation size 5 netball is to be used.
3. Games in Grades 2nd, 3rd, 4th, U19, U17, U15, U14, U13, U12, and U11 will be played to the official centre time. There will be no injury time taken for games in these grades unless determined by the umpire(s) to be an emergency situation.
4. The captain or coach of each team must complete the appropriate pink Team Game Card supplied by CNC, to the umpire/scorers a list of the names of the players taking part in each game plus substitute players, and it shall be the duty of the umpire not to commence the game until the pink Team Game Card is sighted by the game umpires. A CNC local rule, allows alterations to be made to the team card after the start of play for all grades. Players listed are deemed to have played unless subsequently deleted. Teams must return the team card to the Umpires for sign-off and submitting to the office with score card at completion of game.
5. For Senior Reserve and all grades below games will consist of four ten minute spells with two breaks of (1) one minute and a half time break of up to (3) three minutes.
6. All Premier and all Senior Grade games will consist of (4) four fifteen minute spells with two breaks of up to (3) three minutes and a half time break of up to (5) five minutes.
7. All competition games where possible shall be played prior to scheduled representative games involving CNC players.
8. Club games will be rescheduled when two or more CNC representative players or one CNC representative team management person and one representative player are absent from the same club team at representative fixtures.
9. When a club is unable to field a team the Club Secretary or nominated Club Official must notify the Netball Manager by Phone on **379 4486** no later than noon on the day before the match is to be played. Failure to do so will result in the Club being fined an amount between \$50.00 and \$500.00 as determined from time to time by CNC.
 - (a) Defaults by teams in Closed Grades will only be accepted in extenuating circumstances on application to the CNC.
 - (b) Any club that has a team that defaults more than twice in a season for whatever reason, will be fined an amount between \$50.00 and \$500.00 as determined from time to time by CNC.
10. Cancellation – Premier 1, New World (Premier 2), Senior 1 and 2, Senior Reserve, Second Grade, Under 19 Reserve games will not be cancelled or postponed due to inclement weather (except at the CNC's discretion) and will continue to be played at times as shown in the Draw . Players in all other grades should listen to Newstalk ZB, or More FM, cancellation service or phone the cancellation line 379 4489, or check the website

www.christchurchnetball.org.nz or Sportcheck text service for updated information.

11. Teams will not be permitted to request specific times for playing games. However, teams may request either morning or afternoon games for a fee of \$75.00 per request, such request to be submitted at time of entry. Time requests cannot be considered from teams in Grades with six teams or less. Due to Draw complexity time requests cannot be guaranteed.
12. All teams are required to supply a scorer for each game. Scorers should stand together for the entire game on the sideline of the court with the official scorecard. Failure of a team to supply a scorer means they must accept the score as presented on the official scorecard by the opposing team.
13. **Please refer to Appendix A (21.6.2011)**

E. Umpiring Commitments

1. Under 11 grade teams will have games where possible, officiated by trained Senior or Junior Whistlers.
2. Under 12 grade teams will supply their own game umpires. CNC may provide umpires for some games at this level.
3. Player umpires drawn from teams in Premier 1 grade must supply names of their nominated umpire for usual Saturday umpiring duties to the Umpire Allocator by no later than the previous Saturday of each week. Failure to do so will result in the fine as applied in clause 6 below.
4. All players in Premier, Senior, Senior Reserve, Under 19 and 2nd grade teams will be required to sit and pass the NNZ Local Centre Umpire Theory examination (Banks of Questions) prior to first competition game. Any players not completing this requirement will be deemed to be an unregistered player (see Registration 2). In extenuating circumstances arrangements may be made with CNC to complete this requirement at a later date.
5. Teams in 3rd and 4th grade and Under 17 grade are required to complete the Umpires Test examination as set by the Game Officials Committee. On completion of Umpires Tests Clubs will submit completed papers to the CNC Office for recording prior to completion of Round 1 games.
6. Those players who hold a NNZ Local Centre Umpire Theory qualification (and can provide evidence of that) are exempt from completing the Umpires Test.
7. Teams entered in Under 17 and above are required to supply umpires as requested. Failure to do so will result in the club being fined an amount determined from time to time by the CNC and notified to all affiliated clubs At the present time the default fees are \$60.00 per umpire, increased to \$120 00 per umpire after the first fine.
8. Club Umpires who fail to complete allocated games will result in a fine of an amount determined from time to time by the Board as notified to all clubs. At the present time the default fees are \$60.00 per umpire, increased to \$120.00 per umpire after the first infringement.
9. **Club Umpires:** Clubs will be required to supply Club Umpires for 2011 as outlined below:

Clubs with 1 – 5 teams	=	2 umpires
Clubs with 6 – 10 teams	=	3 umpires
Clubs with 11 – 15 teams	=	4 umpires

Clubs with 16 – 20 teams	=	5 umpires
Clubs over 20 teams	=	6 umpires

10. Standby team umpires are requested to wait outside the Umpire's office until quarter time of the round allocated to ascertain whether they are required during that round. Failure to do so will also result in a \$60.00 fine increased to \$120.00 per umpiring card after the first infringement.
11. No complaint regarding umpiring will be accepted at the office unless a CNC official has been called to the game in question.

F. General Rules on CNC Policies

1. Entries will only be accepted from clubs that complete the required entry form documentation stating and signing that they will abide by all Policies, Rules, Procedures and Constitutional requirements of CNC.
2. Any club who withdraws a team entered into the competition following completion of the Draw will be fined 75% of the registration fee applicable to that team.
3. Any applications for dispensation for exemption to current policies may be made to the CNC. Each application will be dealt with on its own merit and dispensation will not be unreasonably withheld. Applications for any dispensation or exemption to current policies must be submitted 5 days prior to the date that any dispensation, should it be granted, is to take affect. Applications for dispensation will not be dealt with on the day the dispensation is required to take effect. The CNC's decision following any application will be final.
4. Any change to Club Secretary and/or contact details must be notified in writing to the Administration Officer as soon as confirmed.
5. Clubs are required to obtain CNC approval of any sponsorship arrangements before finalising same.
6. CNC will advise clubs of any monies outstanding and that club will be deemed to be unfinancial and entries will not be accepted from those clubs for any season until all outstanding monies are paid in full to CNC.
7. Players eligible for representative teams must be available for CNC teams before agreeing to trial for any other Netball Centre team. Players wishing to trial for any other Centre or Regional team must receive written permission from CNC prior to commencing trials for that Centre or Region and must abide by all rules of transfer as set down by the Region and/or Netball New Zealand. Permission will not unreasonably be withheld.
8. No club shall be given permission to travel or play any match outside of the Centre's jurisdiction on days when tournaments or competitions are being conducted by the Centre, without the written permission of the CNC. Permission will only be given to clubs or teams for any travel or games, if details of a suitably named chaperone are submitted with the application to the CNC. Teams travelling outside of New Zealand to play matches must request permission from Netball New Zealand for this purpose via CNC.
9. Teams playing on Centre Court and Court 2 may display their sponsor's sign following approval in writing from the CNC. The sign is to measure no more than 2.4m x 1m and is to be freestanding and displayed for the duration of that game only. Each team will be permitted to display one sign only, the placement of which will be determined by CNC.
10. Any team or club fees outstanding at due date of 15 June in each year will have a 10%

penalty per month added to the total due.

- | | | |
|-----|--|----------|
| 11. | 2011 subscriptions are: | |
| | Premier, Senior, Senior Reserve | \$695.00 |
| | Under 19, 2 nd Grade | \$695.00 |
| | 3 rd Grade, 4 th Grade | \$575.00 |
| | Under 17, Under 15 | \$545.00 |
| | Under 14, Under 13 | \$470.00 |
| | Under 12, Under 11 | \$460.00 |
| | Future Ferns | \$225.00 |
12. Lost Property - check at office on Saturdays.
13. Car Parking - only vehicles which display non-transferable official CNC parking disks will be admitted to the car parking area. Due to limited available space this restriction will be strictly enforced.

G. Safety Rules

- 1 Persons with bicycles, prams, pushchairs, skates, skateboards, rollerblades, scooters or dogs may be asked to remove them from between the courts while games are in progress. Spectators are requested in the interests of player and umpire safety, not to bring dogs to the netball courts during the playing season.
- 2 Use of the CNC Agility Room in the Netball Centre building by club teams is permitted only when a suitable trained industry trainer is in attendance.

H. Amendment of CNC Policies

CNC will circulate any amendment to these policies agreed to by the Board from time to time to all members as defined in CNC Constitution Rule 4. In addition an updated copy of these policies will be circulated annually within 21 days of the holding of each Annual General Meeting.

These Policies are to be read in conjunction with the

- CNC Constitution approved on 17 February 2008 (amended April 2011);
- Rules for Disciplinary Hearings approved on 13 August 2004
- Zero tolerance re Sport Rage
- Harassment Policy
- Code of Conduct
- Spectator Policy
- Representative Policy & Procedure

and any amendments made to these policies/documents.

APPENDIX A

to 2011 CNC Policies

Draw format for 2011. (Please read in conjunction with attached Flow Chart)

- a) The season will consist of 3 rounds of 5 games followed by semis and finals.
- b) Grades will consist of Divisions. For Round 3 there will be a maximum of 4 sections comprising 5 or 6 teams within each Division. Rounds 1 & 2 may have more than 4 sections in each Division.

	Round One (1 – 5) of 5 games	Round 2 (6 – 10) of 5 games	Round 3 (11 – 15) of 5 games	Playoffs
Premier 1 6 teams 1 hour games indoors/midweek	Automatic relegation of bottom ranked team to New World (P2)	Automatic relegation of bottom ranked team to New World (P2)	Automatic relegation of bottom ranked team to New World (P2)	Semi finals seeds 2 v 3 Winner of this game plays top ranked team for grand final
New World (Premier 2) 6 teams 1 hour games	Automatic promotion of top ranked team to Premier 1 and relegation of bottom ranked team to Senior 1	Automatic promotion of top ranked team to Premier 1 and relegation of bottom ranked team to Senior 1	Automatic relegation of bottom ranked team to Senior 1	As for Premier 1 Winner of grand final promoted to Premier 1
Senior 1 6 teams 1 hour games	Automatic promotion of top ranked team to New World (P2) and relegation of bottom ranked team to Senior 2	Automatic promotion of top ranked team to New World (P2) and relegation of bottom ranked team to Senior 2	Automatic relegation of bottom ranked team to Senior 2	As for Premier 1 Winner of grand final promoted to New World (P2)
Senior 2 6 teams 1 hour games	Automatic promotion of top ranked team to Senior 1 and relegation of bottom ranked 2 teams to Senior Reserve	Automatic promotion of top ranked team to Senior 1 and relegation of bottom ranked 2 teams to Senior Reserve	Automatic relegation of bottom ranked 2 teams to Senior Reserve	As for Premier 1 Winner of grand final promoted to Senior 1
Senior Reserve 12 teams 40 minute games.	2 sections of 6 teams Automatic promotion of top ranked team in each section to Senior 2. Relegation of bottom ranked two teams in each section to 2 nd Grade Division 1.	Two sections of 6 teams Automatic promotion of top ranked team in each section to Senior 2. Relegation of bottom ranked team in each section to 2 nd Grade Division 1.	Two sections of 6 teams Relegation of bottom ranked team from each section to 2 nd Grade Division 1	Traditional - 4 team format. (Note 2) Winners of Semi-finals promoted to Senior 2
U19 Reserve 12 teams 40 minute games	2 sections of 6 teams. Automatic promotion of top ranked team from each section to Senior Reserve All other teams revert to U19 grade	After Round 1 there will be no Under 19 Reserve grade. Teams are reallocated into Divisions and Sections and form Under 19 grade.		
2nd grade Divisions 1, 2 & 3 34 or 36 teams 40 minute games	2 sections of 6 teams in Divisions 1 & 2, 2 sections of 5 in division 3. Automatic promotion of top ranked team from each section in Division 1 to Senior Reserve,	2 sections of 6 teams in each division. Automatic promotion of top ranked team from each section in Division 1 to Senior Reserve, Division 2 to Division 1, Division 3 to Division 2.	2 sections of 6 teams in each division. Automatic relegation of bottom ranked team in each section of Division 1 to Division 2, Division 2 to Division 3 and Division 3 to 3 rd Grade Division 1	Traditional format. Winners of Semi-finals in Division 1 promoted to Senior Reserve in

	Division 2 to Division 1, Division 3 to Division 2. Automatic relegation of bottom ranked two teams in each section of Division 1 to Division 2, Division 2 to Division 3 and Division 3 to 3 rd Grade Division 1	Automatic relegation of bottom ranked team in each section of Division 1 to Division 2, Division 2 to Division 3 and Division 3 to 3 rd Grade Division 1		Division 2 to Division 1 and in Division 3 to Division 2
3rd Grade Division 1 12 teams 40 minute games	2 sections of 6 teams Automatic promotion of top ranked two teams in each section to 2 nd Grade Division 3	2 sections of 6 teams Automatic promotion of top ranked team in each section to 2 nd Grade Division 3	2 sections of 6 teams	Traditional format Winners of Semi-finals promoted to 2 nd Grade Division 3
Remainder of 3rd Grade 4th Grade U17, U15, U14, U13, U12, U11	Divisions will comprise sections of either 5 or 6 teams (dependant on grade numbers) for Rounds 1 & 2. For Round 3, there will be no more than 4 sections per Division. All teams will be re-graded after rounds 1 and 2 (Games 1 – 5 and 6 -10) Semi finals – traditional format			

Notes: These to be read in conjunction with the above Draw Format (and the CNC Promotion/Relegation Flow Chart)

Note 1: Grade Restrictions.

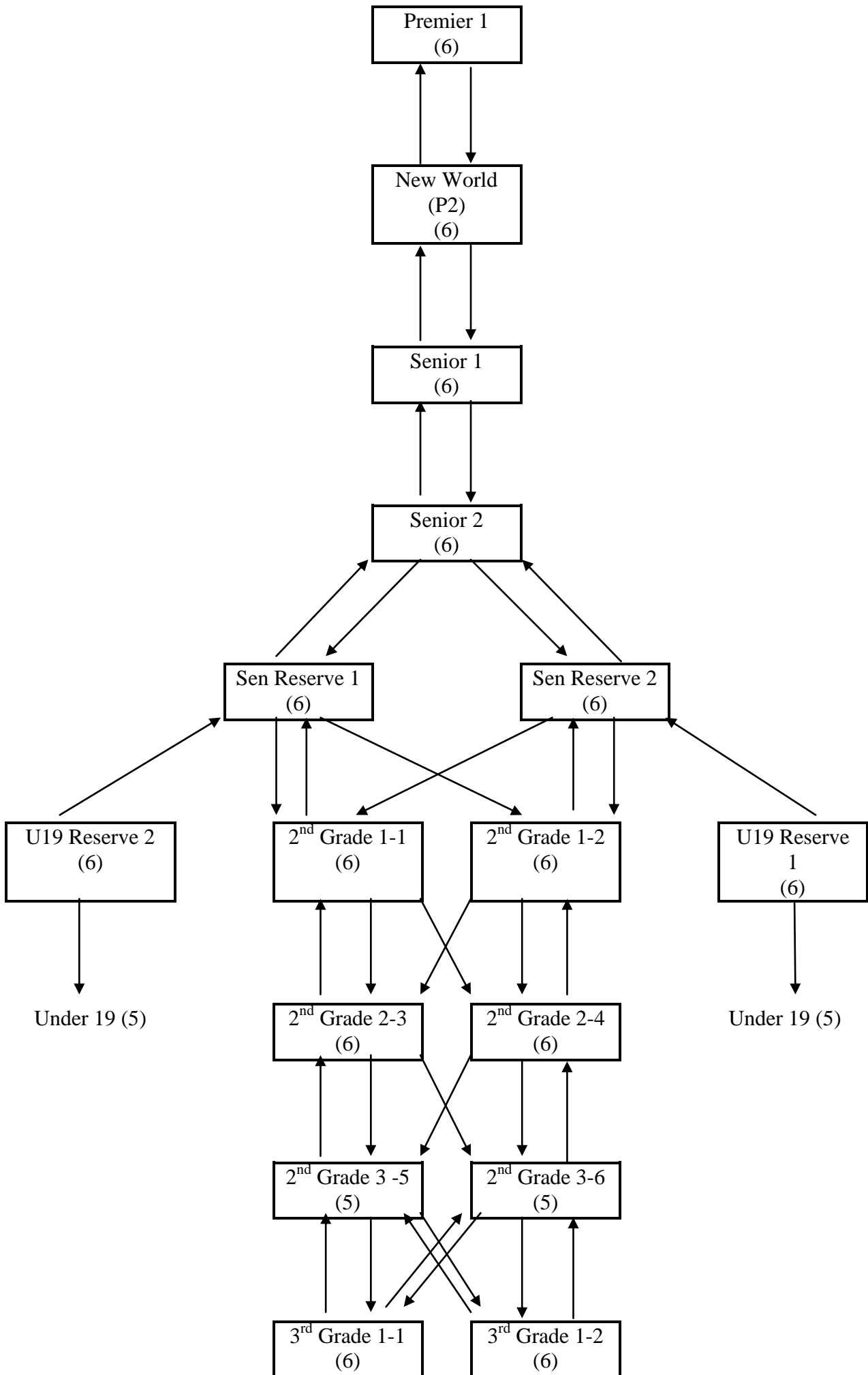
- **Seedings are determined by results from the previous season subject to the following restrictions:**
 - **Premier 1:**
 - Only 'A' teams (or 1 team per club/school) at commencement of each season.
 - Games will be midweek and indoors.
 - Teams in this competition will still be required to commit to usual team umpiring requirements on Saturdays.
 - **New World (P2) Senior 1 & Senior 2:**
 - No more than 2 club/school teams in these three grades at the commencement of each season
 - "Play-up" rules – see policy A 6(a).
 - Results of semis and finals will determine seedings for 2012 season.
 - **Senior Reserve, 2nd Grade**
 - No more than 4 club/school teams in these two grades at the commencement of each season

Note 2: "Traditional format" is: the best 4 teams in each Division will play 1 v 4 and 2 v 3 with winner of each game playing in the final.

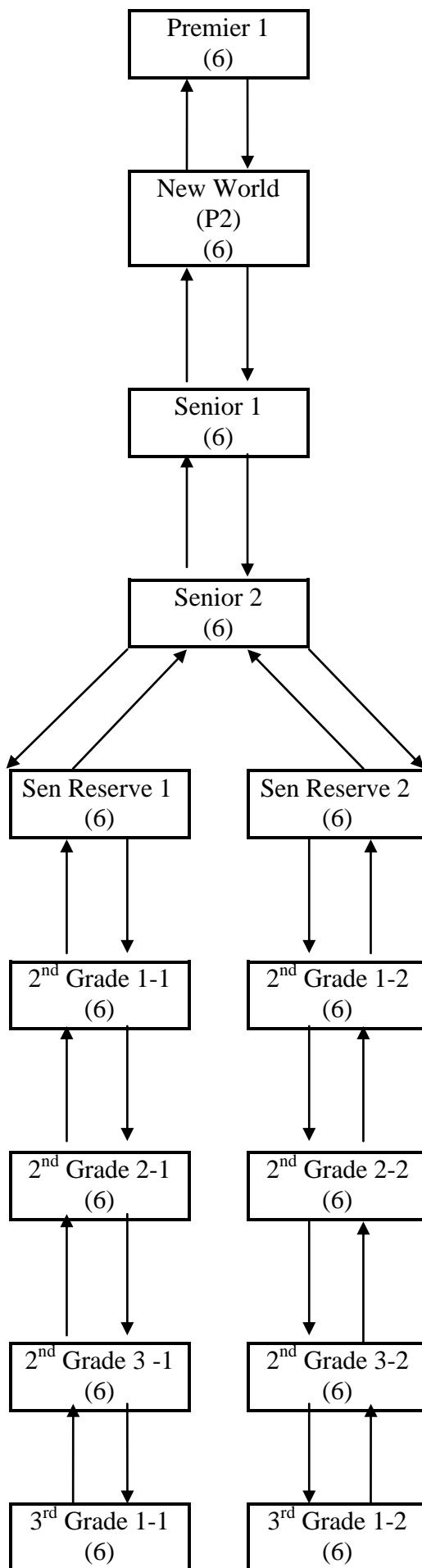
If there are less than 4 sections in a Division the following will apply to determine the best 4 teams:

- 3 sections – the top team in each section plus the next team with the highest competition points (and if these be even, then highest goal ratio)
- 2 sections – the top 2 teams from each section

CNC - Promotion/Relegation Flow Chart – After Round 1 (Games 1 – 5)



CNC - Promotion/Relegation Flow Chart – After Round 2 (Games 6 – 10)



CNC - Promotion/Relegation Flow Chart – End of Season

